

MenuManager entreeList: LinkedList - drinksList: LinkedList nanagerName: string # entreeMenu: vector<RestaurantItem*> # drinksMenu: vector<RestaurantItem*> # dessertMenu: vector<RestaurantItem*> # sideDishMenu: vector<RestaurantItem*> <<constructor>> + MenuManager(name: string) + ~MenuManager() + displayAllEntrees(): void + displayAllDrinks(): void + displayDrinksMenu() + displayEntreeMenu() + displayEntreeMenu() + displayDessertMenu() + displaySidesMenu() + addNewMeals() + addNewMeals(item:RestaurantItem, args: Args) + addNewDrinks() + addNewDrinks(item:RestaurantItem, args: Args) + additemToMenu(item:RestaurantItem, args: Args) Customer · CustomerID: int · CustomerName: string - lastCustomerId: int - totalPrice: float - taxRate: double - tipAmount: double menuManager: MenuManager* customerOrder: multimap<string, RestaurantItem*> <<constructor>> + Customer(name: string, menuManager: MenuManger*, tax: double) + ~Customer() + getCustomerID(): int + generateCustomerID(): int + displayOrder(): void + displayInvoice(): void + getItemByOrderID(orderId:string) : RestaurantItem* + addItemToOrder(item: RestuarantItem*) + calculateTotalPrice() : double + getTipAmount() : double + setTipAmount(amount:double) : void + getUserInputForTip(): void + getUserInputForTip(): void + calculateTipAmount() : double

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